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1 [Debugging and finding faults: Interactive visual debugging with UML](#)

Timothy Jacobs, Benjamin Musial

 June 2003 **Proceedings of the 2003 ACM symposium on Software visualization**

 Full text available: [pdf\(264.18 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Software debugging is an extremely difficult cognitive process requiring comprehension of overall application behavior along with detailed understanding of specific application components. Typical debuggers provide inadequate support for this process, focusing primarily on the details accessible through source code. To overcome this deficiency, we link dynamic program execution state to a Unified Modeling Language (UML) object diagram. We enhance the standard UML diagram with focus + context, gr ...

Keywords: Unified Modeling Language (UML), software visualization

2 [Debugging lenses: a new class of transparent tools for user interface debugging](#)

Scott E. Hudson, Roy Rodenstein, Ian Smith

 October 1997 **Proceedings of the 10th annual ACM symposium on User interface software and technology**

 Full text available: [pdf\(1.24 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Java, context-based rendering, dynamic queries, interactive debugging, lens interaction techniques, subArctic, user interface toolkits

3 [Innovative Document Systems: The multivalent browser: a platform for new ideas](#)

Thomas A. Phelps, Robert Wilensky

 November 2001 **Proceedings of the 2001 ACM Symposium on Document engineering**

 Full text available: [pdf\(188.51 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The Multivalent Browser is built on a architecture that separates functionality from concrete document format. Almost all functionality is made available via relatively small modules of code called behaviors that programmers can write to extend the core system. Behaviors can be as significant and powerful as parser-renderers for scanned paper, HTML, or TeX DVI; as fine-grained as hyperlinks, cookies, and the disabling of menu items; and as innovative or uncommon as in situ annotating, "lenses", ...


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1 [Managing performance analysis with dynamic statistical projection pursuit](#)

Jeffrey S. Vetter, Daniel A. Reed

 January 1999 **Proceedings of the 1999 ACM/IEEE conference on Supercomputing (CDROM)**

 Full text available: [pdf\(357.48 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

2 [Compatible Triangulations of Spatial Decompositions](#)

William J. Schroeder, Berk Geveci, Mathieu Malaterre

 October 2004 **Proceedings of the conference on Visualization '04**

 Full text available: [pdf\(268.01 KB\)](#) Additional Information: [full citation](#), [abstract](#)

We describe a general algorithm to produce compatible 3D triangulations from spatial decompositions. Such triangulations match edges and faces across spatial cell boundaries, solving several problems in graphics and visualization including the crack problem found in adaptive isosurface generation, triangulation of arbitrary grids (including unstructured grids), clipping, and the interval tetrahedrization problem. The algorithm produces compatible triangulations on a cell-by-cell basis, using a m ...

Keywords: triangulation, tetrahedrization, adaptive grid, clipping, contouring, template, Delaunay, parallel

3 [Fast floating-point processing in Common Lisp](#)

Richard J. Fateman, Kevin A. Broughan, Diane K. Willcock, Duane Rettig

 March 1995 **ACM Transactions on Mathematical Software (TOMS)**, Volume 21 Issue 1

 Full text available: [pdf\(2.58 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Lisp, one of the oldest higher-level programming languages, has rarely been used for fast numerical (floating-point) computation. We explore the benefits of Common Lisp, an emerging new language standard with some excellent implementations, for numerical computation. We compare it to Fortran in terms of the speed of efficiency of generated code, as well as the structure and convenience of the language. There are a surprising number of advantages to Lisp, especially in cases where a mixture ...

Keywords: C programming language, Common Lisp, Fortran, Lisp, compiler optimization, floating-point arithmetic, numerical algorithms, symbolic computation


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1 [A focus+context technique based on hyperbolic geometry for visualizing large hierarchies](#)

John Lamping, Ramana Rao, Peter Pirolli

May 1995 **Proceedings of the SIGCHI conference on Human factors in computing systems**Full text available: [html\(38.68 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

2 [Visualizing the structure of the World Wide Web in 3D hyperbolic space](#)

Tamara Munzner, Paul Burchard

January 1995 **Proceedings of the first symposium on Virtual reality modeling language**Full text available: [pdf\(3.24 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

3 [Information visualization: A ZoomTree interface for searching genealogical information](#)

Janet Wesson, MC du Plessis, Craig Oosthuizen

November 2004 **Proceedings of the 3rd international conference on Computer graphics, virtual reality, visualisation and interaction in Africa**Full text available: [pdf\(686.59 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

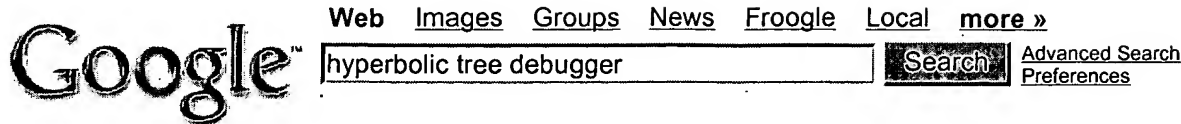
Genealogical information systems (GIS) typically contain large amounts of information about families and relationships between family members. Most existing GIS have textual, form-based interfaces for searching and browsing family information. These interfaces do not support dynamic browsing and manipulation of family trees. This paper discusses the design and development of a novel interface, called ZoomTree, for WINGIS (the GIS developed at UPE), to facilitate dynamic exploration and browsi ...

Keywords: genealogical information systems, information visualisation, zoomable user interfaces

4 [Narratives and Literary Hypertext: Reading and writing fluid Hypertext Narratives](#)

Polle T. Zellweger, Anne Mangen, Paula Newman

June 2002 **Proceedings of the thirteenth ACM conference on Hypertext and hypermedia**Full text available: [pdf\(417.30 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

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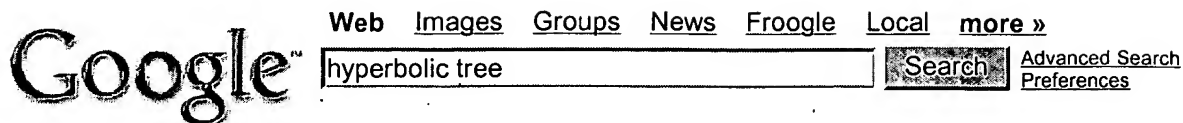
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Hyperbolic trees

Figure 3.9: An example of **hyperbolic tree** displaying the Usenet newsgroups ...

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SourceForge.net: Project Info - Hyperbolic Tree Java Library

An **hyperbolic tree** visualization java library, to implement **hyperbolic tree** easily. See <http://www.inxight.com> for explanations and examples. ...

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Usability First: Usability Glossary: hyperbolic tree

a method of displaying a hierarchy (such as a corporate org-chart or a directory structure) of any size within a finite area (a circle)....

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Relevance scale ☐ ☐ ☐ ☐ ☐**1 [Session 5B: Fast mixing for independent sets, colorings and other models on trees](#)**

Fabio Martinelli, Alistair Sinclair, Dror Weitz

January 2004 **Proceedings of the fifteenth annual ACM-SIAM symposium on Discrete algorithms**Full text available: [pdf\(250.87 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

We study the mixing time of the Glauber dynamics for general spin systems on bounded-degree trees, including the Ising model, the hard-core model (independent sets) and the antiferromagnetic Potts model at zero temperature (colorings). We generalize a framework, developed in our recent paper [18] in the context of the Ising model, for establishing mixing time $O(n \log n)$, which ties this property closely to phase transitions in the underlying model. We use this framework to obtain rapid mixing re ...

2 [Dynamic load balancing of SAMR applications on distributed systems](#)

Zhiling Lan, Valerie E. Taylor, Greg Bryan

November 2001 **Proceedings of the 2001 ACM/IEEE conference on Supercomputing (CDROM)**Full text available: [pdf\(172.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Dynamic load balancing(DLB) for parallel systems has been studied extensively; however, DLB for distributed systems is relatively new. To efficiently utilize computing resources provided by distributed systems, an underlying DLB scheme must address both heterogeneous and dynamic features of distributed systems. In this paper, we propose a DLB scheme for Structured Adaptive Mesh Refinement(SAMR) applications on distributed systems. While the proposed scheme can take into consideration (1) the het ...

Keywords: adaptive mesh refinement, distributed systems, dynamic load balancing, dynamic network loads, heterogeneity

3 [A focus+context technique based on hyperbolic geometry for visualizing large hierarchies](#)

John Lamping, Ramana Rao, Peter Pirolli

May 1995 **Proceedings of the SIGCHI conference on Human factors in computing systems**Full text available: [html\(38.68 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)